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Nintendo

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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Super Nintendo Entertainment System® SUPER PINBALL BEHIND THE MASK™ game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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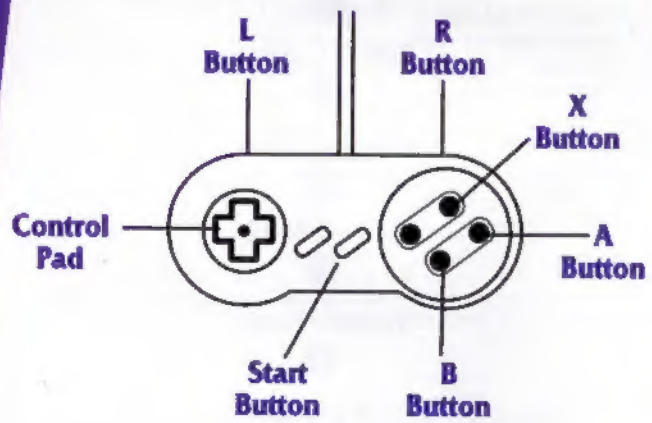
Controls



Control Pad LEFT or L Button: Control the left flipper.

A Button or R Button: Control the right flipper.

B Button or X Button: Control Nudging feature.

B Button or X Button: Shoots the ball onto the playfield (Skill Shot).

Select Button: Freezes play.

Start Button: Starts the game.

Getting Started

Insert the Game Pak into your Super NES, and switch the power on.

The title screen will appear, followed by a demonstration mode.

Press the START Button to begin.

Select "GAME MODE" by pressing the Control Pad up or down. Select the number of players for competition by pressing left and right.

Competition Mode

1 to 4 players can compete for the highest score.

- Select the number of players on the GAME MODE screen by pressing the Control Pad left or right (1 to 4 players).
- Press START or the A Button to enter.
- Select your favorite playfield, JOLLY JOKER, BLACKBEARD & IRONMEN, or WIZARD.

Each player receives three balls per game. Gameplay alternates between players after each ball. The game is over once all balls are played.

Conquest Mode

One player challenges all three playfields. Each stage must be cleared before moving on to the next.

STAGE 1: JOLLY JOKER

In order to clear this stage, you will need to score **60,000,000 points** to reach the FORBIDDEN DOOR. You will have 30 seconds to shoot your ball into MYSTERY and move on to Stage 2.

STAGE 2: BLACKBEARD AND IRONMEN

To clear this stage, you will need to score **120,000,000 points** to reach the FORBIDDEN DOOR. You will have 30 seconds to shoot your ball into BLACKBEARD'S TREASURE HOUSE and move on to Stage 3.

STAGE 3: WIZARD

To clear Stage 3 and conquer the game, you will need to score **180,000,000 points** to reach the FORBIDDEN DOOR. You will have 30 seconds to shoot your ball into LIMBO.

NOTE: If on any stage you miss the FORBIDDEN DOOR, you will have to score an **additional 20,000,000 points on that level** to reopen the FORBIDDEN DOOR for another 30-second chance at clearing that stage.

Playfield Parts

- **A** **Thumper Bumper**
- **B** **Drop Targets:** Knock them all down to increase bonus.
- **C** **Kickback:** Ball is automatically returned when light is on. Works only one time.
- **D** **Outhole:** The ball is lost if dropped in this hole. If a ball is lost while "Shoot Again" is lit, a new ball is automatically returned to the playfield.

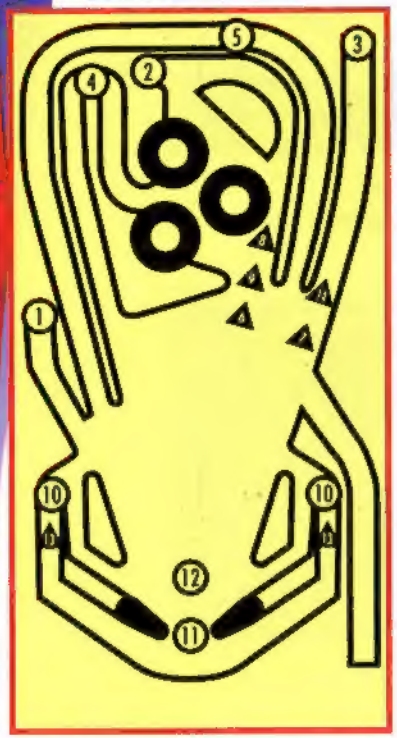
Playfield Features

The features for all three playfields are the same, with only the feature names being different. Refer to the JOLLY JOKER playfield numbers and features explanations for BLACKBEARD AND IRONMEN and WIZARD as well.

SKILL SHOT

On all 3 different playfields, you will have a chance to earn bonus points when starting each new ball. Shoot the ball when the lights are lit on the middle figure and earn 1,000,000 points on your first ball, 2,000,000 points on your second ball, or 3,000,000 points on your third.

JOLLY JOKER
PLAYFIELD MAP



1. JACK IN THE BOX
2. MYSTERY (FORBIDDEN DOOR)
3. JOKER
4. INSIDE LANE
5. OUTSIDE LANE
6. LITE JACKPOT
7. JACKPOT READY
8. MYSTERY READY
9. EXTRA BALL READY
10. NIFTY CHAT READY
11. SHOOT AGAIN
12. BONUS X
13. KICKBACK READY
14. MULTI-BALL READY

1 JACK IN THE BOX
Randomly distributes a special favor or bonus.

2 MYSTERY
Receive Mystery Value, Mystery Select and Extra Ball – with Mystery Value, score is increased each time the thumper bumper is hit.

If a ball enters MYSTERY when light is on, 2 special favors are listed on the display. Player chooses one of these favors using the flipper controls.

3 JOKER
When ball is shot at JOKER (#3), a letter is provided. When enough letters are gained to spell Joker, 2 balls come into play for multi-ball play. MULTI-BALL Play provides JACKPOT opportunity! On third ball, JOKER must be entered only once for MULTIBALL play.

4 INSIDE LANE
Passes earn (in order): 100,000 points; 100,000 points; 200,000 points; 500,000 points; 1,000,000 points; 2,000,000 points and 10,000,000 points.

5 OUTSIDE LANE
Pass OUTSIDE LANE to spell JOLLY JOKER. Points added: 9th pass – 9,000,000 points; 11th through 17th pass – 2,000,000 points; 18th pass – 18,000,000 points; 19th through 44th pass – 2,000,000 points; 45th pass – 45,000,000 points; 46th through 71st pass – 2,000,000 points; 72nd pass – 72,000,000 points; 73rd through 98th pass – 2,000,000 points; 99th pass – 99,000,000 points.

You'll also receive MYSTERY SELECT at your 16th pass, and an EXTRA BALL at your 27th pass.

ADDITIONAL MESSAGES/FEATURES

A **JUGGLER**
During limited time period, all pits earn 5,000,000.

B **JOKER**

C **JOLLY JOKER**
By passing through OUTSIDE LANE (#5) 10 times and spelling out JOLLY JOKER, you'll receive 2,000,000 points each time you go through OUTSIDE LANE again.

D **NIFTY CHAT**
During a limited time period, all switches become NIFTY CHAT Bonus scores.

E **BEHIND THE MASK**
BEHIND THE MASK Countdown begins with 30,000,000 points. Score is earned when ball hits JOKER (#3).

JACKPOT

During MULTI-BALL Play, shoot at MYSTERY (#2). JACKPOT countdown starts if you do so. Win the JACKPOT if the ball enters JOKER (#3) during countdown time. First JACKPOT period value is 20,000,000 points.

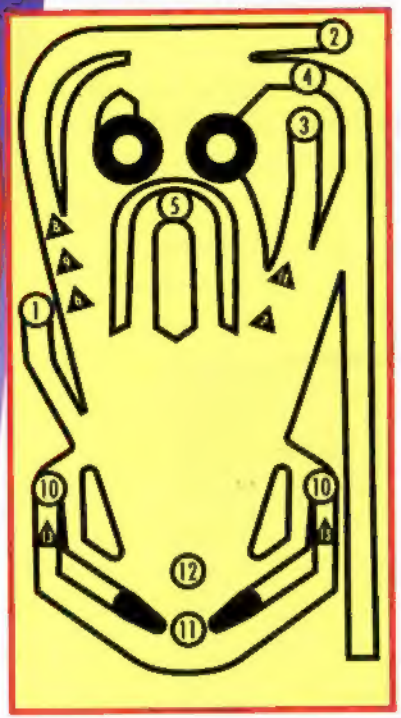
Before shooting JOKER (#3), shoot ball into MYSTERY (#2) or JACK IN THE BOX (#1). Receive 1,000,000 points each time you do.

Example: If the ball goes into MYSTERY (#2) 3 times before going into JOKER (#3), player receives 22,000,000 points. Shoot the balls in the same order again to win DOUBLE JACKPOT for 40,000,000 points.

Hint: Before shooting JOKER (#3), try other scoring possibilities to increase total jackpot score. Try for Double Jackpot.

BLACKBEARD AND IRONMEN

PLAYFIELD MAP



1. BLACKBEARD'S CAVE
2. BLACKBEARD'S TREASURE HOUSE (FORBIDDEN DOOR)
3. IRONMEN
4. OUTSIDE LANE
5. SKELETON
6. LITE JACKPOT
7. JACKPOT READY
8. MYSTERY READY
9. EXTRA BALL READY
10. THUNDER READY
11. SHOOT AGAIN
12. BONUS X
13. KICKBACK READY
14. MULTI-BALL READY

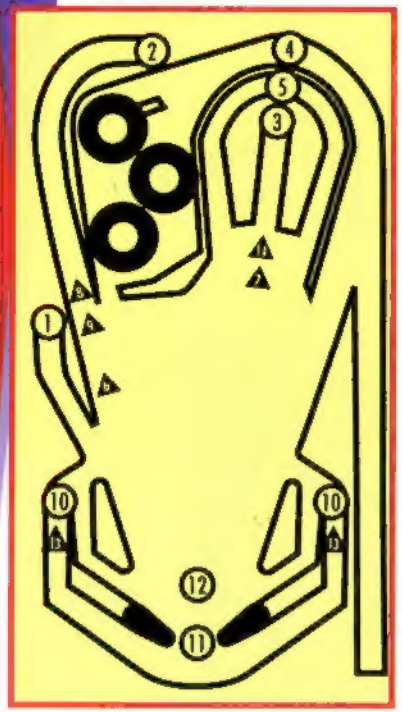
ADDITIONAL MESSAGES/FEATURES

See features explanation for JOLLY JOKER features on page 10. Features for all 3 playfields are the same; only the names are different.

A. TREASURE HUNT
B. GOLD
C. JOLLY ROGER
D. THUNDER
E. HOIST THE JOLLY ROGER

WIZARD

PLAYFIELD MAP



1. ENIGMA
2. LIMBO (FORBIDDEN DOOR)
3. BEAST
4. RIVER OF DARKNESS
5. RIVER OF BELIEF
6. LITE JACKPOT
7. JACKPOT READY
8. MYSTERY READY
9. EXTRA BALL READY
10. TRICK OR TREAT READY
11. SHOOT AGAIN
12. BONUS X
13. KICKBACK READY
14. MULTI-BALL READY

ADDITIONAL MESSAGES/FEATURES

See features explanation for JOLLY JOKER features on page 10. Features for all 3 playfields are the same; only the names are different.

- A BLACK MAGIC
- B WIZARD
- C HOCUS POCUS
- D TRICK OR TREAT
- E WIZARDRY